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BioGraphic Technologies announces AI.implant for Games version 2.0

Leading provider of game AI technology breaks new ground in
AI authoring and testing

San Jose, California – March 24th, 2004 – At the 2004 Game Developers Conference, BioGraphic Technologies, the leader in game AI, today announced version 2.0 of AI.implant for Games, BioGraphic's artificial intelligence software for game development. This major new release of AI.implant contains a number of key enhancements, including a completely revamped path-finding architecture, a vastly expanded tool set, and the addition of support for scripting. In addition, BioGraphic Technologies also announced support for Numerical Design's Gamebryo® game engine in addition to existing support for RenderWare®.

"We are excited about unlocking the potential of AI.implant version 2.0 in our upcoming Xbox title, 'Resistant'," said Johan Törnqvist, president of Snowcode AB and project manager for 'Resistant'. "We expect that the new pathfinding engine, when combined with AI.implant's new scripting support, will enable us to achieve new levels of interactivity and realism for the survival-horror genre."

"Version 2.0 of AI.implant is the culmination of two years of working with and meeting the needs of customers like Midway Games and Snowcode," said Dr. Paul Kruszewski, President, CTO, and co-founder of BioGraphic Technologies, Inc. "With new navigation mesh-based pathfinding, scripting, and new tools like Arena™ for prototyping AI on the target platform, and AI.DE™ for testing and debugging, this new release of AI.implant puts even more power into the hands of game developers."

AI.implant version 2.0 includes a number of new features that both accelerate and extend game development efforts. They include:

- **Navigation mesh-based pathfinding:** AI.implant's new pathfinding architecture offers smoother navigation and improved runtime performance while requiring even less time to mark up a level.
- **Motion planner:** AI.implant v2.0 features a new motion planner that offers smoother, more robust dynamic obstacle avoidance.
- **Scripting support:** In addition to built-in support for decision trees and state machines, scripting gives game developers another powerful way to build character logic. Accessible via established scripting languages such as Lua and Python, scripts

can be mixed and matched with decision trees and state machines and SDK functionality can be extended by combining core SDK commands.

- **Arena™**: Rewritten, and now available on Gamebryo as well as RenderWare, Arena is a multi-platform viewer for game AI. Arena enables level editors or programmers to quickly see how their AI performs on target platforms such as PlayStation 2, Xbox and PC, without the need to export out to the game engine.
- **AI.DE™**: A full-fledged AI development editor, AI.DE enables developers to author or edit AI files in a familiar IDE-style development environment. AI.DE features an OpenGL-based viewer for character AI and pathfinding visualization in real time on the host platform. When combined with Arena, AI.DE enables developers to view playback from the target platform—on their LAN or around the world—on their PC.
- **BrainSuck™**: In conjunction with Arena, AI.DE's innovative 'BrainSuck' feature enables developers to monitor and modify their game's runtime AI state on the fly, speeding up testing and debugging immensely.

Availability

AI.implant for Games version 2.0 will ship in April 2004 for the PlayStation 2, Xbox, Windows and Linux. Developers interested in seeing version 2.0 right now can stop by Booth #1448 at the Game Developers Conference in San Jose, California from Wednesday, March 24th to Friday, March 26th, 2004.

About Biographic Technologies

Based in Montreal, BioGraphic Technologies is the leading provider of artificial intelligence (AI) animation software under the AI.implant™ brand name. AI.implant is the most powerful real time interactive artificial intelligence animation solution worldwide. It enables digital content creators ranging from game programmers to 3D animators to create rich AI character interactions—from a battle royal to a flock of birds—with unparalleled ease. The innovative excellence of its core technology has won the company prestigious awards such as a Game Developer Magazine FrontLine Award for Innovation in Game Development. For further information and demonstrations, visit www.ai-implant.com

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